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6 Plaintiff in Pro Per

7 UNITED STATES DISTRICT COURT
8
9 CENTRAL DISTRICT OF CALIFORNIA

10 MARC WOLSTENHOLME,
11 Plaintiff,
12 vs.
13 RIOT GAMES, INC.,
14 Defendant

CASE NO. 2:25-CV-00053-FMO-BFM HON.

Hon. Fernando M. Olguin

DECLARATION OF MARC
WOLSTENHOLME

EXHIBIT A- STATEMENT OF
ADDITIONAL NARRATIVE EVIDENCE
REGARDING DEFENDANT'S LITIGATION
CONDUCT

15 Dated this: April 17, 2025

M. WOLSTENHOLME.

[MARC WOLSTENHOLME]

**STATEMENT OF ADDITIONAL NARRATIVE EVIDENCE REGARDING
DEFENDANT’S LITIGATION CONDUCT**

I. TO THE HONORABLE COURT:

Plaintiff Marc Wolstenholme, appearing pro se, respectfully submits this Motion of Concern to place on the record a formal objection and request for judicial attention regarding the ongoing pattern of adversarial, retaliatory, and harassing conduct exhibited by Defendant Riot Games, Inc. and its legal representatives throughout this litigation. These behaviours mirror wider concerns and behaviours which the class action lawsuit tried to deter and prevent, yet it is clear that a lot more work is needed.

Despite Plaintiff's good faith participation in the settlement process as ordered by the Court in Dkt. 75, Defendant has responded with dismissive, threatening communications and redundant procedural maneuvers intended to overwhelm and distress a disabled pro se litigant. These include the reintroduction of previously addressed issues through motions such as Dkt. 80–82, attempts to alter jointly signed documents post-submission, and the use of settlement communications to imply baseless legal threats and to harass and intimidate, as well as language to mock, embarrass and undermine the Plaintiff.

The defendant’s counsel has repeatedly refused to engage in sincere efforts toward resolution. Instead, they have submitted settlement offers consisting solely of requests for dismissal with prejudice in exchange for the waiver of legal fees, accompanied by language dismissing Plaintiff's claims as meritless. Plaintiff perceives these actions as an ongoing effort of

1 intimidation, to weaponize procedure against a vulnerable party, in contradiction of the Court's
2 intention for fair and structured resolution.

3 Further, these legal tactics have emboldened third-party harassment, including
4 hate messages, threats, and public defamation directed at Plaintiff. This hostile litigation
5 environment raises significant concern about the Defendant's failure to deter abuse connected to
6 this case and the increasingly violent and toxic culture Riot breeds and fosters.

8 Additionally, given the many concerns and abusive behaviours at Riot Games and
9 their behaviours on the global scale which mirrors the behaviours in these proceedings, the
10 Plaintiff deeply fears that Riot Games will cause geopolitical damage, more sex crimes, more
11 discrimination, more harassment, more work force concerns, more incel violence, more cultural
12 and behavioural damage to young adults, and perhaps global conflicts.

14 The Plaintiff will explain his fears in the hope that more interventions will help to
15 deter and challenge Riot's abuse. The 100 million class action is pocket change for Riot, and
16 they clearly do not care. This 1.5-billion-dollar case is also insignificant change for Riot so they
17 can afford to keep abusing with impunity until the end, causing as much damage as they can on
18 the way. They do not care because they were given more money than they know how to deal
19 with, in exchange for what? They were not a good game, they had swiped code, they still are not
20 as good as their competitors, and yet they had billions to spit around. This is a large red flag.

22 The Plaintiff will show a clear and concerning pattern of targeting and abusing
23 vulnerable people built into the unwritten business plan of Riot Games and their Business
24 practice. Moreover, the Plaintiff will show clear efforts of Riot Games to control, backdate and
25

1 falsify information and their narrative. Additionally, The Plaintiff will show that Riot Games
2 engages in none-sexual grooming behaviours towards young cast members and content creators.
3

4
5 **The Plaintiff's concerns and request for judicial interventions and criminal**
6 **investigations**

7 I am worried... Very worried. I am deeply concerned about Arcane, Riot Games
8 and the stuff under the hood. This is what I believe and hope to help the Public Services contain
9 and prevent any and all damage Riot Games is apt to cause.
10

11 I allege, Arcane is stolen from my BloodBorg: The Harvest manuscript submitted
12 to Riot Forge, Curtis Brown Group and others, and I have shown this. Moreover, the timelines of
13 production are fake to deceive customers and hide IP theft. The fake writers have deliberately
14 engaged in editing and backdating lies in a method which resembles espionage and propaganda
15 and disinformation tactics which bear a resemblance to militarised government origins. I know
16 these methods well. These are systematically implemented to evade lawful processes and to build
17 plausible deniability.
18

19 Two Bro-mancing bumbling college graduates didn't fall onto the secrets of
20 another games code and then trip onto billions of dollars of funding from a company with links
21 to Chinese Communist civil military fusion because they changed a bad Rip-off product. On top
22 of this, I believe Riot Games is hiding disturbing things.
23
24
25

1 **II. Under the Skin of Riot Games.**

2 I allege, Riot Games is a poison to humanity, and here is why.

3
4 **Legal disclaimer-** I am allowed to express my concerns. It's called freedom of
5 speech. This is in the public interest. Its protected in Europe under Article 10 of the Human
6 Rights Act: Freedom of expression. In the United States freedom of speech is protected by the
7 First Amendment of the Constitution. In the English dictionary this is called an opinion. A little
8 later you will see that the extremely competitive sharks at Riot think they can copyright a word
9 from the dictionary, then bully a young girl over a word.
10

11 **References-** I have used many references to produce this article. I will not be in-
12 text referencing nor producing a reference list. I am not selling this, nor earning from it, nor
13 publishing it, nor do I have any obligation to state my references.
14

15
16 Due to the unwillingness of Riot Games to settle this blatant Copyright
17 Infringement case of M.W. Wolf's intellectual property, I will now be filing additional civil and
18 criminal court proceedings against Riot Games and all who have profited from abusing my
19 trauma work, namely BloodBorg: The Harvest by M.W. Wolf. I will also be seeking a takedown
20 and destroy of all Arcane products and distribution, as well as the cosmetics in other Riot
21 products. Moreover, I will be seeking damages and data protection violations on top of the 1.5
22 billion dollar settlement.
23
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1 Furthermore, I will be pursuing all the involved parties and stakeholders of Riot
2 Games who have been informed of this intellectual property theft and continued to use, exploit
3 and distribute Arcane and anything to do with it. These parties include but not limited to: Netflix,
4 Fortiche Production SAS, and Chinese conglomerate Tencent.
5

6 Furthermore, and perhaps the most important, I will be asking The California
7 Civil Rights Department to dissolve Riot Games in the US due to threats of national security and
8 the global damage they are causing to people.
9

10 Please note, Riot Games have been informed about my vulnerabilities as an adult,
11 namely disabilities, both mentally and physically, and they were informed over 3.5 years ago of
12 the undue stress, hardship and suffering having to battle in lengthy court proceedings would have
13 upon my health and wellbeing. And yet they proceeded in this deceitful and harmful manner,
14 then used these vulnerabilities to threaten me. This is direct discrimination and a well-trodden
15 patten of illegal and publicly damaging behaviours at Riot Games.
16

17 Moreover, I recently happened across the harrowing case of a young and
18 independent female artist from the war-torn country of Ukraine, being threatened by Riot Games
19 and her work was subsequently removed from TeePublic following the copyright claim from
20 Riot Games. All because she used a word of the English dictionary, namely Arcane. Their victim
21 was a young girl trapped in the middle of an horrific war. Yet again a vulnerable person, who
22 they saw as weaker than themselves, and unable to fight back, so they bullied her. This just
23 doesn't sit right with me, especially the cheek of it, seems as they illegally abused my
24 submission to their Riot Forge in early 2020, to build the product.
25

1 The female victim posted, "I'm just some girl from Ukraine and have no voice if
2 such a big company as Riot Games claims that my work belongs to them, even if all facts prove
3 them wrong. The only thing I can do is to speak here."

4 To me, this shows an unchanged culture of deceitfulness and top-down abuse at
5 Riot Games. Even after, and during, The California Civil Rights Department's investigations, a
6 \$100 million consent decree, as well as monitoring and interventions to resolve the systemic sex
7 discrimination, harassment, and retaliations of Riot Games towards employees. This shows a
8 very clear propensity and proclivity of the leadership of Riot Games; to abuse vulnerable people
9 who they see as under them or lower than them.
10

11 It seems, they simply do not care about the abuse and suffering which they cause
12 on the global scale because they're so big, and their Chinese based owners throw seemingly
13 unlimited money at them and their problems to make them go away. What kind of company
14 operates in this manner?
15

16 I'll show you what kind and hopefully I'll be able to articulate my fears and why
17 Riot Games cannot continue to operate in this manner. This is the hallmarks of a truly abusive
18 and dangerous company with, in my opinion, perhaps malevolent undercurrents. This is pertinent
19 to my legal claims because with the history, I can show a long propensity to abuse, lie, steal,
20 deceive, swipe and gripe and mask stolen products as their own IP, then to abuse every
21 competitor and even the truthful owners of the IP.
22

23 This case is much larger and more serious than M.W. Wolf's 1.5 million
24 Intellectual Property Infringement case. I believe that Riot Games, their business model, their
25

1 data building and competitive addiction strategies are dangerous and damaging to global society
2 and perhaps fit the characteristics of domestic and global terrorism. I'll explain why, but please
3 remember that this part is my opinion based on investigations, military qualifications in
4 searching for patterns, knowledge of psychological operations (PSYOP), plus over a decade of
5 training and teaching Public Services including government policies, war and conflict and
6 terrorism, police powers, discipline, conformity and obedience, responding to major incidence,
7 Prevent Training (anti-radicalisation) and so on. We need to dig a little deeper into the history
8 and administrations of Riot Games and League of Legends for me to show why I believe this.
9
10

11 I hope to not only gain a fair and expensive settlement and damages, but to drive
12 out the rotting core of Riot Games. I believe this is needed for the safety of the wider global
13 culture and security. I'll try to explain my concerns in full.
14

15 **III. TOXIC BROMANCING FOUNDATIONS**

16

17
18 Riot Games was founded in September 2006 by Brandon Beck and Marc Merrill
19 to develop League of Legends. League of Legends was announced in 2008 and released in 2009.
20 Brandon "Ryze" Beck and Marc "Tryndamere" Merrill, the founders of Riot Games, became
21 friends while roommates at the University of Southern California, where the two studied
22 business. So here, with their gaming tag names, aliases, nicknames, screen names, bro names-
23 whatever you wish to call them- we see the founders leaning into their college campus bromance
24 identities (Ryze and Tryndamere), fused with the founding of the company.
25

1 It's not unusual nor harmful to use nicknames, or Bro-names, especially in the
2 gaming community, so long as the adolescent college campus culture does not follow with these
3 identities. My writing alias is M.W. Wolf. But I am not a Wolf, and I do not act like one. We all
4 wear different skins during our development into adulthood and far into the professional working
5 world. The issue here is Riot Games was founded on the back of college campus culture and
6 extremely competitive gaming culture. College campus culture is the environment and
7 atmosphere created by the interactions between students and the institute of education. There is a
8 whole body of literature on the toxicity of college campus cultures, when they are not managed
9 and fostered in healthy ways. Without digressing into a literature review some of these concerns
10 include self-abusive drinking, bromancing, subjugation of women, rape and segregating social
11 grouping tactics. These cultures, adolescent identities and behaviours have bled deeply into the
12 fabric of Riot Games.
13

14
15 Many college campus culture and Higher Educational culture studies have
16 focused on the concept of a "sense of belonging and community", which is a challenge to
17 adolescent minds as they enter the vulnerable period which epidemiology studies term
18 "Emerging Adulthood." This concept of needing a "sense of belonging and community", is a
19 psychological need for young adults to progress into healthy adulthood and to develop as healthy
20 people. Maslow (1943, 1954) argued that survival needs must be satisfied before the individual
21 can satisfy the higher needs. Maslow's Hierarchy of Needs places this need for a "sense of
22 belonging and community" on the second tier within Safety needs. He argues that "Once an
23 individual's physiological needs are satisfied, the need for security and safety becomes salient."
24
25

1 This concept of a “sense of belonging and community,” is central to the business
2 model of Riot Games who often refer to their cult, followers, club- or whatever you wish to call
3 their community- as Rioters. It’s not toxic nor damaging to lean into this need for social animals
4 to find a “sense of belonging and community,” as they enter this vulnerable period of emergence
5 into adulthood, and they are experimenting with their adult identities.
6

7 However, it is extremely toxic and damaging to capture young individuals at this
8 stage of development, vulnerability and experimentation with their adult identities, and to offer
9 them an addictive and highly competitive “sense of belonging and community” which is soaked
10 in the prementioned college campus culture concerns, such as rape, subjugation and conquest of
11 women and bro-mancing and to, furthermore, carry that culture into the workplace, coupled with
12 a name (Riot) which is clearly intended to suggest cultural unrest, upheaval and violence. Is this
13 cultural and psychological warfare?
14

15 It is my belief, backed by literature, that this kind of cult like Bro-mancing and
16 gaming culture and community, is preventing young people, males particularly, from engaging in
17 social norms and from engaging in the real world, harming minds and creating an undercurrent
18 of sedentary and isolated, hyper-aggressive, hyper-competitive incels who believe in and adopt
19 the gaming, Bro-mancing culture created by Riot Games. This culture is creating Peter Pans
20 (Puer aeternus) of this lost generation. Swiss psychiatrist and psychologist Carl Jung termed this
21 as the Puer aeternus. This psychology of The Man-Child (Puer Aeternus) is toxic, immature,
22 reliant on others (mothers), harmful to health and wellbeing, harmful to wider society and these
23 incels or addictive gamers are tortured in themselves as they grow into psychologically
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25

1 undeveloped and unhealthy men stuck in a deep sense of, and beliefs of, nihilism and self-
2 paralysis

3 These young men, then feel lost and isolated, and forced into an alien society,
4 which they feel is against them. Please see this snippet of an article I wrote on this kind of self-
5 radicalisation, forced by isolation and these cult-like gaming cultures.
6

7 “... is creating a subculture of self-hating boys and men who are lonely and
8 confused about their place in society. They feel as though they don’t belong, they lack self-
9 esteem, they suffer in nihilistic anguish, watching the world go by and wondering why others are
10 happy. Why do other boys get girlfriends, why am I invisible to the world, why do women hate
11 me, why haven’t I had sex, or love and so on. Many of these lonely and by this point, mentally
12 unwell boys become depressed and are at increased risk of suicide.
13

14 Others turn to the internet, to online Incel and manosphere communities. Online
15 they find places where they feel safe and a sense of belonging. They encounter the Red Pill
16 conspiracy theory which holds the premise that men, particularly white men are under attack.
17 They believe that men are now the genuine victims of gendered oppression, and that the zeitgeist
18 of this age is feminine. They believe that feminism is a disguise for the suppression of men.
19

20 Inside some of these online communities, Incels and distressed men battle with
21 their inner pain and often begin to blame women for everything that is wrong with their lives.
22 Misogynistic views and beliefs are drip fed and promoted in some of these communities. In
23 some, this woman blaming slowly grows to violence against women. These communities get
24
25

1 stuck in filter bubbles and intensifying misogynistic feedback systems, effectively radicalising
2 themselves.

3 Often whilst spending hours in these online communities, the young males will
4 lock their bedroom doors, place on their headphones and search for porn to help them fulfil those
5 basic physiological needs. At first the porn and their hate for women are kept separate but very
6 soon they start to merge as the young self-diagnosed “socially oppressed” male clicks on a
7 thumbnail of a woman tied up and gagged. He feels the tingle of power growing. Yet soon he
8 encounters the law of diminishing returns, he needs more to get his rocks off. This leads him to
9 submissive porn and then to bondage and then to rape porn and perhaps even this isn’t enough,
10 and he starts to fantasize about doing it in real life, perhaps to someone he knows, or he has seen
11 in the local area. And I think you can guess where this troubled young lad is heading.

12 Sometimes these fantasies of violence against women, self-hate and disdain for
13 society, erupts and leads to heinous crimes against girls and women and others as collateral
14 damage. Sometimes they lead to mass shootings or other acts of violence so the young, damaged
15 mind can feel power. Such as the Sudbury Ontario case of the Incel Alexander Stavropoulos,
16 who was sexually frustrated and angry with white women for not having sex with him, so he
17 stabbed a woman in the neck, then repeatedly punched her nine-month-old baby before trying to
18 slit his own throat.

19 Closer to home for me, is the summer 2021 case of 22-year-old Incel Jake
20 Davison, who was battling with depression and being Involuntary celibate. He killed his mother,
21 then rampaged through Plymouth streets, shooting at random, fatally shooting four more and
22

1 injured two others before turning the gun and killing himself. His victims include a father, Lee
2 Martyn and his three-year-old daughter, Sophie. With a young daughter myself, this crime is
3 inconceivably tragic.
4

5 Jake Davison can be seen in his video uploads, stating that love is for the young.
6 Jake believed that he missed the boat for finding love and that he had taken the Black Pill. The
7 Black Pill is the belief amongst young males that there is no hope, they will be alone forever.
8 Something has condemned the young male to never have sex or romance. Their position of being
9 beaten down by life is permanent. Women hate them and this will not change. This is an
10 ideology rooted in tragedy and is dangerous, to the Incels themselves and to women.
11

12 Feminist writer Laura Bates suggests that there are perhaps 10,000 men and boys
13 in the UK connected to Incel groups and ideologies. She also suggested that the police and
14 government in the UK need to realise that there are groups and online organisations, grooming
15 and radicalising young boys to hate women. Laura suggests that Incel groups voicing
16 misogynistic views should be classified and treated like terrorists. I partly agree with Laura, in
17 the sense that any Incel or other mass attacks on women or any member of society aimed at
18 causing terror and pain, should most definitely be categorised as terrorism. However the issue is,
19 the majority of these young men are looking for companionship and camaraderie, which
20 historically young men use to get from society, of which they now feel detached from. Most of
21 the young men in these groups are not violent misogynists, just like most Muslims are not
22 planning to blow up train stations or flying airplanes into buildings. As a society we have made
23 great progress in removing discrimination and harmful stereotyping...”
24
25

1 Let's be fair here, the current body of literature suggests that there is no strong
2 causal link between acts of physical violence and video games. I state that in the case of Riot
3 Games, it is not the violence in the games, it's the toxic and radicalising community Riot fosters
4 with its own behaviours. This can not be solved with interventions; it has infected the whole
5 community. It needs to be shut down.
6

7 Some research suggests gaming could be a channel for misogyny, addiction,
8 aggression, cult like followings, incel like beliefs and some of the other concerns I've listed. I
9 loved video games growing up and spent countless hours playing them. I am now creating
10 literary universes which I hope to be converted to video games. I am not criticizing gaming, nor
11 gamers. Yet gaming companies have moral, social and legal obligations to foster healthy gaming
12 cultures and to not let Bro-mancing rule the workplace, or to not sell the community to nefarious
13 investors.
14

15 The issue here is many-some, but is Riot Games to blame for this? They are the
16 biggest gaming company in the world, they have been found to be harbouring and spreading
17 some of the issues I raised and accused of many of these concerns. They are not to blame for all
18 of these concerns, but they seem to be harbouring a truly malevolent underbelly. These concerns
19 include but are certainly not limited to misogyny, workplace culture and discrimination, a hostile
20 work environment, in-game purchase systems and loot box mechanics which some argued
21 resembled gambling, unhealthy and perhaps unlawful aggressive competitive business strategies,
22 retaliations, targeting of vulnerable competitors, anti-competitor behaviours, intellectual property
23 theft, aggressive IP wars, accusations of data breaches, not complying with Information
24
25

1 commitments and Subject Access Request laws, monopolistic behaviours of its parent company,
2 allegations of sexual harassment, and the very worst and most alarming is the allegations of
3 misuse of data, in a spying fashion. Oh and of course, the Bromancing!

4
5 **Sidenote,** I use the suffix mancing not just to mean the concept of boys club
6 culture (frat culture), but also to mean divination, which the dictionary states means “Variety of
7 magic, especially that controlling or related to a specific element, substance, or theme.” Thus,
8 bro-mancing in this sense is more than just friendships, it’s using this cult like bro behaviour to
9 control and subdue others, such as employees, female especially, and the wider Riot Games
10 global community. Thus radicalising. Yes, this Bro-mancing bears all the major hallmarks and
11 concerns of a radicalising community. I’ll try to tease out my concerns of this bro-mancing
12 deeper as we progress into this article.

13
14 Yet the dark and disturbing culture is so blatant that it bleeds into the interviews
15 of the “Bros” at Riot Games and the Showrunners of Arcane. Just listen to them talk, in
16 interviews you can hear Alex Yee several times revert to his usual manner of talking down and
17 belittling and even making fun of interviewers, then to swap out his words, rephrasing to a more
18 pleasant response. This indicates that he may have had training to stop being so abusive to others
19 who he sees as below him. The other showrunner of Arcane, Christian Linke, can be seen in
20 interviews, stating that he has a Nazi like one mistake policy, then his face turned stern,
21 threatening and menacing as he looks up, all black-eyed and says, “You get to mess up just
22 once.” This is clearly a rehearsed and recurring expression of control and dominance over his
23 subjects, which is meant to cause alarm and distress. In interviews the two repeatedly refer to
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25
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1 their product as fight porn. I've just articulated what kind of deviant mind set this is and how it
2 snowballs into radical thoughts and behaviours. This fight porn phrase is not just one slippage. It
3 can be heard over and over in interviews. In interviews, the only time they need to pretend, this
4 very short amount of airtime they get, and they still can't stop reverting back to their
5 bromancing. At one point Alex Yee even comments that I'm not sure we still use this term. This
6 is clearly a resentful mockery of the interventions they had been placed on for their behaviours.
7

8 Also in interviews, when talking about the themes of lesbianism in Arcane- which
9 I claim is lifted from my manuscript- Christian Linke mumbled on about how writers use these
10 mature themes to appear accepting, tolerant and understanding, but he doesn't use them this way.
11 Why is this on his mind and not the content. I believe this hints at the fact that they used these
12 themes of diversity in my work to try and get them out of trouble for their Bromancing culture.
13 They used these mature themes from my manuscript to say look at us, we are changing. This is
14 pseudo moralistic deceitfulness, a mask to fool their subjects, their paying pawns and to get the
15 State off their back. It's also the middle finger to The California Civil Rights Department and
16 their interventions. I believe they don't care because their big brother watching eyes will bail
17 them out with unlimited funds from black budgets. This isn't the actions of changed people. This
18 is a disturbing and cultivated undercurrent of filth and depravity in ones actions and beliefs, worn
19 in a thin skin masquerading as good.
20

21 Also in interviews, these two can be seen discussing Arcane not working until the
22 answer fell into their laps in 2020. Which Is to say, and will be discussed in court proceedings,
23
24

1 my submission of BloodBorg: The Harvest by M.W. Wolf, which they received via their Riot
2 Forge portal in early 2020.

3 This is what happens when a cult like culture of Bromancing Peter Pans are tossed
4 unlimited amounts of money by competitive and some may say spying nations for seemingly
5 nefarious reasons of monopolising, anti-competitor behaviours, IP theft, racketeering, expansion
6 into other industries (Fortiche & Netflix), data collection, perhaps even data warfare and spying,
7 as allegations have suggested.
8

9 Thus before we have even gotten past the founding climate of Riot Games and of
10 the founders of Riot Games and their bro names, Brandon "Ryze" Beck and Marc "Tryndamere"
11 Merrill, and the actions of their bros Alex Yee and Christian Linke, we can start to see a culture
12 of bros club, college campus and highly competitive nature emerging. None of this is illegal, so
13 long as it doesn't permeate through into business and work culture and so long as it doesn't
14 begin to stain the culture of a lost gaming generation. Alas it did, and still is. A 100 million
15 dollar fine isn't going to change the bricks and mortar of this humanity pollutant.
16
17

18
19 **IV. SHADY BEGINNINGS - SWIPE AND GRIPE AND SABOTAGE**
20 **AND STEAL AND SELL.**
21

22
23 These founders of Riot Games, Ryze & Tryndamere, were not game developers,
24 they had no experience as video game developing nor deep insight into the industry. But by their
25 own admissions in interviews, they did play excessive amounts of session-based competitive
26

1 experiences and existing multiplayer online battle arena (MOBA) strategy video games, such as
2 Defense of the Ancients (DotA). It's often said that Riot Games did not directly copy Dota
3 Allstars to create League of Legends (LoL). Its written that they "borrowed" the concept, and
4 that League of Legends is a "spiritual successor of DotA: AllStars."

5
6 It is debated online as to how these non-developers obtained or remade the code.
7 But that is all they had. It is reported that Ryze & Tryndamere considered what it would be like
8 (if they would get away with the crimes) to lift (Swipe) and modify (Gripe) a product of Dota to
9 lower the barrier to entry and introduce new features. If they didn't SWIPE the code, this isn't
10 really a crime, its innovation... If they didn't SWIPE the code. And yet they slap legal battles on
11 up and coming competitors such as MOBA video games and on a young Ukrainian woman for
12 using words of the English dictionary such as Arcane or league. This is like the UK suing
13 America for speaking English.

14
15 Steve 'Pendragon' Mescon founded dota-allstars.com in 2004. Mescon had
16 intimate knowledge of all aspects of DotA: AllStars. This product was largely developed and
17 maintained via public modders.

18
19 Riot was made two years after this, by immature college kids with money. They
20 did or did not, whichever you choose to believe, obtain DotA's code, which was the IP of a rival
21 company. In 2008, Mescon was hired by Riot Games to be the director of community relations.
22 The man with access to all the IP, was now a leading figure in its competitors company who
23 may, or may not, have directly copied the game, disguised the IP and rebranded it as their
24 product. It has been alleged that Riot paid Steve 'Pendragon' Mescon to steal the code, sabotage
25

1 the product, swipe their players and sell the stolen product back to the very same modders and
2 public which built the product. This brakes so many laws and moral code that it's not worth
3 listing.

4
5 I will show in court that what they did here, is a pattern of stealing behaviours
6 which they are still engaging in and used to steal my IP of Bloodborg to feed it into their failing
7 show of Arcane. A continued pattern of steal, deny and lie shows that they have not changed
8 from the day they were foundered and cannot because theft and the prementioned dishonest and
9 deceitful concerns are intrinsically bound into the fabric of their company.

10
11 Soon after Riot hired Mescon, Dota Allstars was sabotaged. The website was
12 taken down by Steve "Pendragon" Mescon and replaced with a message from Steve 'Pendragon'
13 Mescon, which said,

14 "... The website will be offline for the next week or so while the database is
15 moved to its new permanent home where its contents will remain archived and available to the
16 public for the sake of historical preservation.

17
18 In the meantime, I hope some of you will join me and over 3 million other players
19 for a game of League of Legends (it's free!)..."

20 To use an analogy, this is like a whole community of villagers building a dam,
21 then one of them besieging the dam and selling water back to the villagers at astronomical rates.
22 This is Commercial Communism, the paradoxical nature of commercially capitalizing "Leaders"
23 mirroring the oppressive tyrannical strategies of a Communist State. Now I wonder where they
24 learnt these behaviours.

1 The years of effort, money and time millions of people had placed into Dota
2 Allstars was taken down. This is how they treated the players, the community and the US based
3 rival company. “Acts associated with sabotage can lead to prosecution at either the federal or
4 state level. In most cases, sabotage is a serious federal crime that can land you in prison for up to
5 20 years if found guilty.” However, I believe there is an element which could be viewed as
6 domestic terrorism in these actions as all of this data and control of a large portion of the US
7 gaming industry and economy was already being controlled by Tencent, perhaps from the very
8 start. This maybe a direct act of economy, data and social war and terrorism.
9

10 I do wonder why this man, along with Riot Founders, were never placed in a
11 prison cell and why any player would get behind a project he is involved with after this
12 vindictive abuse of rival IP. This shows covert predatory behaviours, manipulations and
13 accumulative and extreme anti-competitive behaviours fused deeply into the foundations of Riot
14 Games. I’m quite simply baffled as to why The California Civil Rights Department isn’t
15 pursuing Riot Games and ‘Pendragon’ for racketeering and anti-competitive behaviours. At this
16 point in their early development, in my opinion, Riot has produced nothing but theft, Copyright
17 infringements, sabotage and subjugation of US based businesses, bullying, Bromancing,
18 aggressive and hostile competitiveness and anti-competitive behaviours. And from the beginning
19 of their company, they have targeted vulnerable people. This shows a pathological need to abuse.
20 Constantly reoffending companies like this cannot be reformed or saved. Because they got away
21 with these behaviours, they continue to be used and continue to be lucrative for Riot Games.
22
23
24
25

1 Sidenote, Steve "Pendragon" Mescon served as the Director of Community
2 Relations at Riot Games, a role he held during the early years of the company's development. In
3 a Reddit AMA from over a decade ago, he introduced himself in this capacity, discussing his
4 responsibilities and experiences at Riot Games. Prior to his tenure at Riot, Mescon was notable
5 for founding dota-allstars.com in 2004, a central hub for the original Defense of the Ancients
6 (DotA) community. He joined Riot Games in 2008, and shortly thereafter, the dota-allstars.com
7 website was taken offline. This move was controversial within the DotA community, as many
8 felt it signified a shift in focus towards Riot's own game, League of Legends. Others claimed it
9 was a direct act of stealing code and sabotage.
10
11

12 Beck and Merrill swiped two significant developers of DotA, the game that they
13 may not have copied. The other of the DotA employees was Steve 'Guinsoo' Feak. He ran a
14 support website to assist players. Jumping ship to a rival isn't a crime. Yet it shows a lack of
15 loyalty and perhaps the information, IP knowledge and industry rivals insights and patterns of
16 work and trade secrets which he divulged to Riot Games was detrimental to DotA and this gave
17 Riot Games a competitive advantage.
18

19 Let's use an analogy to show why this behaviour hints at red flags and major
20 concerns. During WW2, If I, as an English man, had in-depth knowledge of the fact that Alan
21 Turing had broken the Enigma code- a German cipher machine used to send secure messages -
22 and I sold that to the Nazis, The Battle of the Atlantic would have fared very differently for the
23 Allies, and WW2 may have ended with Hitler as Führer of the world, just like Christian Linke
24
25
26

1 stole Bloodborg and ended up as the Director of Animation at Riot Games. The same pattern of
2 “Swipe and Gripe” then sabotage, target, retaliation and intimidation.

3 I’m not saying the two DotA jumpers were Chinese spies, nor industry plants, nor
4 that they sold out long before leaving. Likewise, I do not claim that the founders of Riot Games
5 engaged in these espionage activities against the US nor its US based rivals for means of warfare
6 from the start. I am saying that there is a clear pattern of shady and deceitful and sabotaging
7 practices which are aligned with surveillance and spying tactics from the very beginning of their
8 companies existence and these practices are seemingly ongoing.
9
10

11 **V. THE BUSINESS MODEL**

12 I’ve shown that perhaps, certainly in my view, swipe and gripe, steal and adapt IP,
13 quid pro quo, Bromancing, dropsies, sabotage, hostility towards competitors and a complete lack
14 of regard for the people who are harmed in the process, were tactics of business adopted from the
15 forging of Riot Games. Why would anyone believe that they didn’t continue on this lucrative
16 path?
17

18 Interesting sidenote, forging of Riot Games is an interesting term isn’t it? Forge is
19 an interesting word. It means to make or shape or create, or to find away. It also means to
20 produce a fraudulent copy or imitation of something. The latter is what I believe the founders of
21 Riot Games have done since the beginning of their venture. It’s interesting that Riot used this
22 word (Forge) as the name for their video game publishing label which directly solicited narrative
23 based content, then, after receiving cease and desist letters, quickly shut down and fired 11 % of
24
25
26

1 the work force including many of the narrative teams. In his collection of poetry (The Rose That
2 Grew from Concrete) written between 1989 and 1991, Tupac Shakur wrote “If you let a person
3 talk long enough, you’ll hear their true intentions.” This is known by many terms. The lowering
4 of the mask, behind the veil, Freudian slip, and so on. It again hints at the deceptive and corrupt
5 nature of Riot Games from the beginning. Or as I like to call them, The Deceptive- Conners.
6

7 From the beginning, we know that Riot Games had no product, just a code which
8 may have been obtained in deceitful methods of IP infringement. Its widely reported that their
9 product wasn’t as good as its rivals. We also know that they had no gaming development skills.
10 What they did have was business studies and... and No just that. Oh and privileged
11 backgrounds. Their rivals already had very successful games, one of which was sabotaged. Why
12 would this game and these unhealthy business practices and two college yuppies, who may be
13 fine with stealing trade secrets, without morals, entice investors to buy them out and give them
14 billions of dollars of investment? And what kind of company would go for these conditions?
15

16 I state that I believe, the fact that these two young bro-mancers without a clue of
17 what they were doing, with no gaming, coding nor developing experience, who had already
18 shown a proclivity to “Swipe and Gripe” and sabotage gained millions to billions in investments
19 before even launching, suggests that two bumbling young and vulnerable sellouts without a sniff
20 of a moral compass between them, and are ok with stealing secrets, is precisely what an
21 adversary intelligence programme would be looking for in potential “Assets” to control and to
22 fly under the radar of suspicion.
23
24
25

1 I also state that these “Dry Work” candidates are perfect fits- given their
2 proclivity to Bro-frat culture and crime- for unwitting assets, who may not even know they are
3 being recruited and radicalised for data harvesting and espionage intent.
4

5 6 **Free-to-play**

7 We are told to believe that these two bromancing students, with a “fresh” start-up,
8 honestly overtook their gigantic US owned rivals from the start of their very first launch. It’s said
9 that the Asian influence of the Free-to-play business model was their golden ticket.
10

11 We have already stated that the first free-to-play Multiplayer Online Battle Arena
12 (MOBA) video game in America is generally considered to be "Defense of the Ancients"
13 (DotA), a community-made mod for Warcraft III: Reign of Chaos and its expansion The Frozen
14 Throne. Released around 2003, DotA was free for anyone who owned Warcraft III, and it laid
15 the foundation for the MOBA genre.
16

17 It’s said that Riot took their code and this free-to-play model and made League of
18 Legends (2009). League of Legends is widely credited with popularizing the free-to-play model
19 in the standalone MOBA genre. While DotA was a mod, League of Legends was built from the
20 ground up as a free-to-play game and included in-game purchases for cosmetics and other
21 optional features, making it the first widely successful free-to-play standalone MOBA.
22

23 However, here is the kicker! And perhaps a corrupt kick in the teeth for the
24 gaming community and the US based rivals. Defense of the Ancients (DotA) was a community-
25 created mod for Warcraft III: Reign of Chaos and its expansion The Frozen Throne, which were
26

1 games developed by Blizzard Entertainment. The original DotA map was based on the "Aeon of
2 Strife" mod for StarCraft, but DotA Allstars, the most popular version, was developed and
3 expanded by a modder known as Steve "Guinsoo" Feak. He left and went to Riot along with the
4 other Steve. Some say with the code own by the community.

5
6 After Guinsoo left, IceFrog, another anonymous developer, took over and
7 continued its development. But the sabotage meant that this community-created mod was now
8 worthless, and the creators and players could not access it. Since DotA was built on Blizzard's
9 Warcraft III engine, Blizzard retained ownership of the underlying platform. However, because
10 DotA was a mod made by the community, no single individual or company held formal
11 ownership of the DotA intellectual property at the time it was first created. Eventually, Valve
12 Corporation hired IceFrog in 2009 to develop Dota 2, and Valve later secured the trademark for
13 "Dota" in 2010 after a legal dispute with Blizzard, solidifying their control over the title "Dota"
14 for their game Dota 2.
15

16
17 By this point the sabotage damage was done. In the same year (2009) Riot
18 released League of Legends for free, but they owned the IP and sold in-game purchases for
19 cosmetics and other optional features to the very same community who had built the codes for
20 many of these things. Yes I am repeating because I'm teasing out their deceitful methods and
21 where this was inevitably heading, perhaps purposely steered. Some say they stole from the
22 community, kept the data of millions of people and sold the code back to them. This isn't a new
23 tactic of business corruption. This is the very same corruption as privatisation. It's the old sleight
24

1 of hand method, or the kidnap and ransom method, or restriction of supply and force demand
2 method.

3 Riot Games saw significant growth following this release of League of Legends in
4 2009. The game's unique (perhaps theft) business model helped it attract a large and loyal player
5 base quickly. League of Legends was officially released on October 27, 2009. The Chinese
6 conglomerate Tencent, along with other investors including Benchmark Capital and Firstmark
7 Capital, invested \$8 million for minority stakes in Riot Games in 2009. Thus we see the silk
8 thread was woven before the game was launched. This marked the beginning of Riot Games'
9 journey into becoming one of the leading gaming companies, with League of Legends quickly
10 growing into one of the most popular games worldwide. A major catalyst for further growth
11 came in early February 2011 when Tencent acquired a majority stake in Riot Games. I hate to
12 suck eggs here, but the beginning of November 2009 to early February 2011, is little more than a
13 year. The end of 2009 and beginning of 2011 makes it sound like a few years, but its not.
14 Tencent were in from the launch and owned a majority stake a year later. These things do not
15 happen overnight, they take time, sometimes years.

16 The deal of \$350 million was Tencent's largest overseas investment at the time,
17 marking a significant expansion of its reach into the global gaming market. Significant risk to
18 back two bromancing non-game developers with a game (coding) which already exists and was
19 shut down (sabotaged) so nonchalantly, don't you think? Unless the aim was the control of the
20 data. I'm not saying Riot was a spy tool from the start or anything like that, but I am saying data
21 is valuable. The founders of Riot, who claim to care so much about the community (who they
22
23
24
25
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1 may have stolen from and sold back to them), had now sold the data of the same community to a
2 rival nation. I'm sorry to say it, but this gaming community have been played over and over and
3 still hand over their money and data. Brandon "Ryze" Beck and Marc "Tryndamere" Merrill, the
4 Bros took aggressive gaming competition far too far and played the gamers.
5

6 This acquisition enabled the company to expand globally, particularly in China,
7 where Tencent played a crucial role in helping League of Legends become one of the biggest
8 gaming communities and networks in the world, with millions of active players, all connecting
9 their data such as credit cards, home addresses, email addresses and perhaps online footprint into
10 the games.
11

12 **Loss Lead methods**

13 But gaps in the data still needed to be filled. This unhealthy spunking of hundreds
14 of millions allowed Riot Games, who were still in diapers, a year or two post launch, to engage
15 in further aggressive expansion and collection tactics, such as Loss Lead methods of marketing
16 events.
17

18 “A loss leader is a product or service that a business sells at a loss to attract
19 customers and increase sales of other, more profitable items. The idea is that the initial loss will
20 be offset by the profits made from the other items that customers buy. This strategy is often used
21 by retailers but can also be used by professional and software services.”
22

23 Riot Games entered the esports scene in 2011 with the launch of the first official
24 League of Legends tournament at DreamHack Summer in Sweden, known as the Season 1
25 World Championship. This marked the company's formal entry into esports, and the event
26

1 featured a \$100,000 prize pool. League of Legends has now become the biggest and most
2 popular esports titles globally, with Riot Games organising annual World Championships and
3 various regional leagues like the LCS (North America) and LEC (Europe).
4

5 League of Legends esports is not, and has never been, profitable to Riot Games. It
6 makes a loss every year. They can do this because, in my view, money isn't the aim. And if you
7 believe that they do this just as a Loss Lead method of business or for the community, you
8 haven't been listening to the history of their behaviours towards business and toward the
9 community of gamers. I believe these events are smokescreens. It's the old "Hiding in plain
10 sight" technique. Just like the pseudo moralistic deceitfulness of Arcane, as we have already
11 discussed.
12

13 VI. THE (PERHAPS PREORDAINED) TAKE OVER

14

15 These expansions, combined with Tencent's backing and the explosive popularity
16 of esports, led Riot Games to become one of the most influential companies in the gaming
17 industry, and yet they invented nothing. They did this whilst many others, and better, MOBA
18 video games, who were not selling out their community, fell by the wayside.
19

20 It is not reported that Chinese companies were involved from the very beginning
21 of Riot Games. It hasn't been confirmed that Chinese influence drove the success of Riot Games
22 from the moment they obtained the data and codes. But if they were involved, say for instance
23 they were offered the data and codes, well that makes this espionage doesn't it? It's a bit like a
24
25

1 lorry driver giving the time and locations of his rest point to his thieving friends, who then show
2 up and take all the goods. It's not business, it's organised crime.

3 I'm not saying this happened. There is no public information suggesting that Riot
4 Games founders, Brandon Beck and Marc Merrill, spent time in China nor had business
5 discussions nor meetings nor contacts with Tencent nor the Chinese government before founding
6 the company in 2006. However, by December 2015, Tencent fully acquired Riot Games,
7 purchasing the remaining equity and becoming the 100% owner of the company. This complete
8 acquisition followed Tencent's initial majority stake purchase in 2011, further solidifying
9 Tencent's influence over Riot, its community, its data and its flagship game, League of Legends.
10 In little over 5 years, Tencent had 100% control over this web-like data community, their
11 information, their attention and their time.
12
13

14 And all the while, Brandon "Ryze" Beck and Marc "Tryndamere" Merrill have
15 seemed like lost rusty spanners hanging around, passing out control of what they didn't build. If
16 you watch them they seem like puppets on strings falling into success and fortune. This is
17 horse**** if you ask me. No wonder the leaderless personnel of Riot Games are a bunch of
18 Bromancers tossing about money to everyone and giving their bros promotions and jobs which
19 they should have no business being in. It's like you answer phones, but your cool and you laugh
20 at my misogyny and bad jokes, do you want to be a conductor, or how about leading a music
21 video? Or look we got this submission from Riot Forge, didn't you fail to make a show with that
22 French animation music video company of 5 people? How about you make it with this stolen IP
23 manuscript as your guidance, we'll buy and control the animation company, and we'll give you
24
25
26

1 hundreds of millions of dollars to make it and we'll abuse tax breaks around the world and sink a
2 few lost mill here and there. This will allow us to branch into many other mediums of data
3 control. Don't worry about getting caught, we're rich and we are very experienced in IP theft, we
4 can just lie to the court and jury, and we can just make a fake backdated timeline.
5

6 7 **VII. RIOT FORGE**

8
9 December 2019 Riot Forge – where I submitted my Bloodborg manuscript- was
10 launched as a publishing initiative by Riot Games. The purpose of Riot Forge was to work with
11 external developers to create single-player and narrative-driven games set in the League of
12 Legends universe. This initiative aimed to expand the League lore through new stories and
13 genres, while collaborating with indie studios to bring fresh perspectives to the established
14 world.
15

16 17 **Closed down now.**

18 Riot Forge was led by Leanne Loombe, who was the Executive Producer and
19 Director. She joined Riot Games in 2017 and played a key role in establishing Riot Forge as the
20 third-party publishing division within the company. Riot Forge worked with external developers
21 to create single-player games set in the League of Legends universe, including titles like Ruined
22 King and Hextech Mayhem.
23

24 Other than Loombe, details about specific individuals who worked on the Riot
25 Forge team aren't widely publicized, likely due to the relatively small size of the division and its
26

1 focus on collaborations with external studios. The division was closed in early 2024 as part of
2 Riot Games' restructuring, which led to the layoff of around 530 employees across the company.
3 Despite its closure, Riot Forge had a significant impact on expanding the League of Legends
4 universe into different genres.
5

6 Riot Games were soliciting and reading manuscripts around this time because
7 they had no solid nor sensical lore and it just kept reconning and backdating everything every
8 time the conveyor belt spun, and employees used what is known as “The Riot Springboard” to
9 “fuck about and get paid” whilst working on their own IPs. They had no cognisant nor competent
10 leadership, no proper structure, no functional quality control flagging up the endless IP theft, no
11 oversight into the endless alleged sexual harassment, discrimination, theft, nor behavioural
12 management.
13

14 The Plaintiff has been informed by one of the employees let go by Riot Games,
15 that Rowan Parker, League of Legends and the Creative Director of Riot Forge, would have had
16 oversight of the manuscripts given to Christian Linke.
17

18
19 **Unfit to trade and a danger to the public and culture.**

20 Their CEO, Nicolo Laurent, was allegedly free to sexually harass females, he
21 reportedly ask younger females to come to his home when his wife and children were away and
22 allegedly had a habit of farting in his hands and asking young female employees to smell it. I
23 ask, how are they still allowed to trade? Despite these controversies, Riot Games continues to
24 operate, so long as it agrees to implementing measures to address and improve its workplace
25
26

1 culture, and we know they have pretended to, but the same pattern of abuse is prevailing. The
2 company's ongoing ability to trade is subject to regulatory compliance and adherence to legal
3 settlements.

4
5 Yet under the skin, they are laughing in the face of these settlements, using
6 mocking tones when talking about change, stealing work from a vulnerable, disabled adult to
7 present a face of diversity then doubling down on the themes as soon as the State handlers left
8 the door, while also using child cast members to lie about timelines, using the toxic community
9 to target, discriminate, intimidate, harass and threaten the war veteran they stole the trauma
10 writing from, use his mental health to try to coerce and abuse him into dropping the cases, brag
11 about a nazi like one mistake policy, obsessively speak about fight porn, condone murder on X,
12 promote violence such as a man with a gun to his head, groom content creators, conceal and
13 control the narrative about them and on and on.

14
15 CEO, Nicolo Laurent stepped down and fled back to France in 2023 and was
16 replaced by A. Dylan Jadeja. Laurent has since become an advisor to Riot Games. Thus again, it
17 shows that they have no ability nor care to change. They got him out of the way whilst under
18 watchful eyes, and now he's back on the payroll. Perhaps he knows too much.

19
20 They did the same for Christian Linke in these matters. During a discussion on
21 Twitch Marc Merrill, while grooming content creator Necrit with coin, stated Christian Linke
22 resigned from Riot Games and Arcane was at risk of not happening, which is why Marc Merrill
23 the co-founder of Riot Games stepped back in an operating role. The specific segment begins at
24 approximately 1 hour, 52 minutes, and 21 seconds into the video.

1 Yet just a few days ago, Necrit, who has been publicly groomed with in-game
2 currency and other things by Riot, made a video discussing Christian Linke's new role as
3 Director of Animation for Riot Games, despite him not being an animator and the only animation
4 show he has ever been involved in was the theft of Bloodborg to make Arcane, and he didn't
5 make any of the show. Is this promoting and awarding criminal behaviour, or just Bro-mancers
6 still bromancing even after the Class Action Lawsuit. Its like, Get Bro out of the public eye until
7 things die down and the heat is off us, then we'll carry on bro-mancing, calling everything fight
8 porn, harassing women, being masochistic, and farting in our hands and asking female assistance
9 to smell it.
10

11
12 It should be noted that, in early 2021, around the time my manuscript had been
13 given the greenlight to make Arcane, former executive assistant Sharon O'Donnell filed a lawsuit
14 against then-CEO Nicolo Laurent, accusing him of sexual harassment and gender discrimination
15 and stating that she was fired because she would not have sex with him. An internal investigation
16 concluded in March 2021 found no evidence to support these claims... really? It is reported, by
17 Riot, that "Riot Games board finds no wrongdoing by CEO Nicolo Laurent, denies misconduct
18 allegations in new court filing."
19

20 The lawsuit filed by Sharon O'Donnell against Riot Games and its former CEO,
21 Nicolo Laurent, concluded in May 2024. The arbitrator ruled in favour of Riot Games,
22 determining that O'Donnell had not substantiated her claims of sexual harassment and wrongful
23 termination. Following the decision, Riot Games issued a press release stating that her claims
24 were "unfounded" and labelled the lawsuit as "opportunistic." O'Donnell has since expressed her
25

1 intention to pursue legal action for defamation and has filed a whistleblower declaration, alleging
2 misconduct during the arbitration process.

3 Before long, if we don't get Riot shut down, Bro "Nico" will be back in the hot
4 seat, cupping farts and drooling over young females working under him.
5

6
7 **VIII. TARGETING OF VULNERABLE PEOPLE.**
8

9 From the inception of Riot Games, we can document a clear patten of targeting
10 vulnerable people and people they see as below them.
11

12 From public modders, to the targeting of players into a confined online
13 community, to thousands of female employees, to paying child cast members to lie, to
14 retaliations, to endless stealing of fan art and IPs, to threats and aggressive NDAs, to public
15 condoning of violence, threatening the young Ukrainian girl, to allegedly sexually harassing
16 Sharon O'Donnell which I believe will resurface, to belittling female interviewers, to targeting
17 the Plaintiff's mental health in these cases and labelling his evidence as conspiratorial, to
18 harassing and threatening him during these proceedings and abusing the court process to cause
19 harm. It all shows a very clear and prevailing, reckless proclivity of targeting vulnerable people.
20

21 This is what predators do.
22
23
24
25
26

IX. RADICALISATION

To radicalise people, you get good at targeting vulnerable people and then use their vulnerabilities against them to make them act in a certain way, to force them into compliance or to stop them from speaking out or engaging in an activity you do not like, say litigations.

1, First you find vulnerable people who feel shunned, rejected, weak, low or ignored.

2, Then you provide them with a perceived sense of purpose, such as online gaming or communities, where they can express their anger and frustrations and indifference.

3, You provide them with a sense of community, isolated, exciting and seemingly supportive.

4, You give them and yourselves tags or brands to show that you are one of the “Family” promoting a false sense of belonging.

5, You reward their aggressive and engaging behaviours with freebees and addictive substances, opportunities or ideas perceived as valuable, often with fake value, say with Hextech Chest, drugs, money, extra skins and so on.

6, You add in elements of reinforcement, relief and uncertainty, say reinforcing data and conversations which can be harvested, whilst also adding in an opportunity to release aggression in both in-game fighting and shouting and screaming at each other on headsets, whilst also tossing in gambling such as loot boxes.

1 7, You reward game time and keep the fresh (often stolen) content coming to keep
2 the targets high on adrenaline, aggression and a sense of community.

3 8, You keep claiming that you are doing it all for the fans, players, community,
4 family and so on, whilst your actions behind the veil suggests very different motivations. Such as
5 endlessly stating that Arcane is “A love Letter” to the fans, whilst simultaneously retconning the
6 stories and characters of almost all of the characters in Arcane.

7 9, You find endless ways to chip away at the wealth, psychological health and
8 wellbeing of the target “Community” whilst keeping them as isolated as possible for as long as
9 possible., then you control their language and content.

10 10, You keep reiterating how amazing the game and community is and how it’s
11 the best and first to do this thing, then this event is the biggest ever, and we are the first to ever
12 do this in this way, and we spend the most money ever, we give the most to our community ever
13 ... and on and on.

14 You now have a “Community” of isolated, broken young people, who idolise and
15 worship you or the characters or game. These young impressionable and vulnerable people, in a
16 vulnerable stage of development, are addicted to feeling that they are someone special online in
17 these communities. They are addicted to violent rhetoric. They are addicted to gambling and
18 shiny, colourful new skins and endless announcements (most do not come to fruition) and
19 endless drama and news of fabricated nonsense. They have no money because it has been slowly
20 chipped away with tiny steps made to feel like they are profitable, when in reality they are not.

1 To be a member of this cult like zombie, isolated, mentally unwell community of
2 aggressive and rejected or ostracized young people, steeped in nihilism and self-paralysis, all you
3 have to do is give up your freedom to a dark room drinking red bull or snorting cocaine for
4 endless hours of aggressive and addictive hyper competitive fighting on-line and screaming at
5 each other down the headsets and of course, a little chip of your account balance every few
6 minutes, and perhaps most importantly you must give up your data. Thus your mind is in a cell,
7 drip fed with addictive content whilst your brain is being radicalised and your wealth, data and
8 personality is being chipped away, bit by bit.
9

10
11 And soon you believe it is ok to target a vulnerable war veteran with hate mail,
12 bomb threats, harassment, discrimination, racism, threats to harm his daughter, threats of stealing
13 more and so on. All because he had the audacity to speak out when his very sensitive trauma
14 writing was being violated by an unreputable and dangerous company worth 22 billion and with
15 ties to adversary government agendas. This is called domestic terrorism. You are radicalised.
16

17 18 **HOW TO RADICALISE.**

19
20 Job done; these broken young and vulnerable individuals now have a psyche
21 prime for radicalising. They are mentally unwell and hooked on the game. People who turn to
22 gaming for a sense of belonging often do because they feel abused and ostracised by society.
23 They are suffering and perhaps traumatised and need a way to escape.
24

1 Traumatized people have often had to enter dissociative fugue states, partly or
2 wholly to avoid the psychological damage of the situations they have had to endure. It's the
3 brains way of protecting the individual from deep mental harm. Individuals who enter
4 dissociative fugue states are prime candidates for mind control, manipulation and targeting.
5 Traumatized people also play a lot of video games for escapism and because they can literally
6 reach states of relaxed hypnotism in the games.
7

8 The data controllers and harvesters now have an interwoven map of data of
9 millions of vulnerable young people. They can tell a lot about gaming habits such as when you
10 play more hours, linked to depressive states, when you spend, how much you have to spend, why
11 you have brakes, how long you sleep, work, when you eat, what triggers you and your aggression
12 in games, what type of players and even aesthetics you are into. From characters selection and
13 gaming strategy they can tell your sexual orientation, your aggression levels, your personality
14 profile and even your likely IQ brackets. They know where you live and so much more.
15
16

17 Whilst I was at University, I used data from pedometer studies. Just from times of
18 activity and step count I was able to identify who of the subjects were school children and who
19 were adults at work, what time they started and finished school, how far they lived from the
20 schools and how long it took them to get there, there method of travel, what physical activities
21 they engaged in, the intensity of those activities, there sleep patterns and their states of
22 wellbeing, linked to sedentary activities and supported by self-assessed wellbeing questionnaires
23 and even who they engaged with. I didn't do it, but it would have been simple for me to map out
24 their interlinking activities and locations and even homes.
25

1 The moral of the story is, Riot Games and by extension the Chinese communist
2 government, don't even need to do the data work, they have GPS on your phones with the many
3 gaming apps they have. Even if they don't access it they have a pinging data map. They know
4 what makes you tick, when you haven't slept so you game, when you have spent endless hours
5 gaming, your aggression levels, your depression levels, your school or workplace, and so much
6 more. It wouldn't be such a stretch to say that they know your porn history, your deepest secrets,
7 your sins, your vices, your medical problems, your money problems, your crimes and so much
8 more.
9

10 Thus you are primed for blackmail, honey traps, so on. They could know if your
11 father is in debt, or your mother is having an affair. Your younger sister has cancer, and you
12 can't afford the medical insurance, and so on. There are endless ways they could lean on you or
13 your family for information or crimes and favours, and so many ways they can use your data for
14 espionage. They can cause you as much stress and frustration s possible, then target you at your
15 lowest point.
16

17 They can map players around nuclear missile sites and work out whose father is
18 likely to work at the base, and then they can lean on you to get access or information. They can
19 listen in on your gaming background conversations, perhaps your father is talking about military
20 secrets in the next room. They can filter out sound to eavesdrop. They don't even have to here it
21 to access the information. They can access it in the vibrations of glass, say a beer, window, glass
22 of water or fish tank, TV screen or whatever. Or they could just give you the old Manchurian
23 candidate treatment and have you shoot the president.
24

1 Sounds farfetched doesn't it? it isn't. It's a legitimate and serious concern, given
2 Riot's behaviours and actions and documented pattern of abusing vulnerable people and
3 grooming with money, along with their close links to military civil fusion concerns.
4

5
6 **X. CONTROL OF NARRATIVE AND INFORMATION.**
7

8 Now that they have you hooked, they have you. They can target the very same in-
9 game language and behaviours that they created and rewarded you for. They can now make you
10 submissive to them, to their "Truth." They can punish you for speaking out against them. They
11 know all of your vices and kinks. They have made you into a Vulnerable person so they can
12 control you and radicalise you, to make bomb threats and so on, off your own back... or so you
13 believe, because you are one of the "Family". And we protect each other.
14
15

16 **Fandom**
17

18 The League of Legends Wiki, previously hosted on Fandom at
19 leagueoflegends.fandom.com, was not owned by Riot Games. It was a fan-maintained resource
20 operated under Fandom's platform. In early 2024, the wiki's editorial team, with Riot Games'
21 support, transitioned to a new platform, establishing the official League of Legends Wiki at
22 wiki.leagueoflegends.com. This move aimed to provide a more streamlined experience, free
23 from intrusive advertisements and with better support for the community and allowed Riot to
24 control the narrative.
25

1 Riot Games contributes by covering hosting costs and assisting with search
2 engine optimization, but the content remains community driven, including many Rioters.
3

4 **Censoring Content Creators**

5

6
7 Riot Games has recently updated its Terms of Service and Privacy Notice,
8 introducing new policies that allow the company to penalize content creators for certain
9 behaviours occurring outside of its games, provided those behaviours are connected to Riot's
10 intellectual property.
11

12 Off-Platform Conduct: Riot can now take action against creators for harmful
13 behaviour exhibited during content creation involving their games, even if such behaviour occurs
14 outside the game environment. This includes offensive language or actions during live streams or
15 videos featuring Riot titles.
16

17 Promotion of Prohibited Services: Content creators endorsing or promoting
18 services that violate Riot's rules, such as account boosting or selling, may face penalties. This
19 applies across various platforms, including social media posts, videos, and live streams.
20

21 Stream Sniping Measures: Riot is implementing systems to identify and penalize
22 stream sniping, initially focusing on selected VALORANT creators in English-speaking regions,
23 with plans to expand this initiative.

24 Company-Wide Bans: Severe violations of Riot's Terms of Service can now result
25 in bans across all Riot titles, not just the game where the infraction occurred.
26

1 These policy changes have sparked discussions within the gaming community.
2 Some view them as necessary steps to foster a respectful and inclusive environment, while others
3 express concerns about potential overreach and the implications for freedom of expression.
4 Critics worry that the broad language used in the policies could lead to subjective enforcement,
5 potentially affecting marginalized creators or those discussing sensitive topics.
6

7 Riot Games has stated that it does not intend to proactively monitor all content but
8 will act upon reported violations. The company emphasizes its commitment to maintaining a
9 positive community experience for both players and creators.
10

11 The issues here are many sum. Riot created these conditions of the toxic and
12 radicalised community. Now it can use these same conditions to subdue and control the
13 community. This is social and classical conditioning. These are known steps of subjugation and
14 isolation to bring subjects under the control of the master. The real worry is, who is the
15 grandmaster behind the control of the speech and behaviours of an isolated community of
16 millions of vulnerable young people.
17

18 This mirrors the social control and surveillance conditions in China. The Chinese
19 surveillance state uses enormous quantities of data and artificial intelligence to implement
20 authoritarianism implementing unprecedented social control.
21

22 This is why interventions will not work. Because Riot can mask new policies as
23 “Good” for the community and “Cleaning it up” whilst misusing the powers to further subjugate
24 and control and monitor the community and data. It’s the old trick of cause a problem, then sell
25 the solution.
26

XI. PROBLEM-REACTION-SOLUTION

Bad Corporations can and do implement sweeping policy changes under the guise of safety or improvement. "Problem–reaction–solution," where an entity creates or exacerbates a problem, watches the community react, and then offers a "solution" that gives them more power or control.

In Riot's case:

The problem: Toxicity, stream sniping, TOS violations.

The reaction: Community wants safer, fairer experiences and the State stages interventions.

The solution: Riot introduces policies that allow wide-reaching surveillance and enforcement, even off-platform.

On the surface, these policies seem protective, even progressive. But the same tools can be weaponized, especially without transparency or public accountability. It creates a system where enforcement is subjective, reputations can be quietly destroyed, and creators may self-censor or disengage from fear of reprisal. Even worse, vulnerable young minds can be selected, isolated and radicalised.

This has broader implications too: Content policing without oversight breeds distrust, Policy language that's too vague leaves room for selective enforcement, Community feedback mechanisms often don't exist or are ignored. This is exactly why Riot Games needs decentralized platforms, community-led moderation, and transparency in enforcement actions.

1 In these isolated online communities, with so much power and control and
2 policing, Riot, and by extension Tencent, and by Chinese law, the government of China is now
3 the authority and law inside these isolated realities.

4 Thus these conditions may place Chinese state, perhaps communist, policies,
5 policing and influence directly into the isolated dark bedrooms of Riot's community of young
6 vulnerable people. This is why they can not be trusted to change. They need to be shut down or
7 reformed with a fresh leadership of US control and oversight. Not for 3 years, forever.
8

9 10 11 **XII. Treasured Gateways Policy and History of Systemic IP Theft**

12
13 Riot uses "Treasured gateways" scam to swipe IP, fan fiction and ideas. Riot then
14 uses endless retcons to hide their IP theft and crimes.

15 The Plaintiff proposes, before 2019- Riot Games has no in-depth nor consistent
16 lore but knows it needs it and knows that its employees are not going to put their best foot
17 forward. It is widely reported, and I quote, that Riot Games is a place where creatives go to
18 "Fuck about and get paid", to take a break and work on their own material whilst Riot Games
19 pays them well, at the expense of oppressive NDA's and sexually harassing and toxic "Bro-
20 mancing" working environments.
21

22 Because of this, Riot Games best chance is "Swipe n Gripe" and it knows so.
23 Early on in its life, from 2009 onwards, Riot Games laid "Treasured Gateways." These are one
24 liner ambiguous sayings or overview stories with massive gaps, open to interpretation and
25

1 adaptation, like “Glorious Evolution”, which will be explored in another document. Riot
2 expands, dropping IP swipe traps as well as vague and malleable plausible deniability nuggets
3 everywhere. It has over 169 characters, and features many animals and other creatures, each with
4 many skins, styles and personas with thousands of one liners and inconsistent features,
5 backstories and properties across a number of different worlds, games and stories, each laying
6 tiny so called “Treasured Gateways” which they can use as nodes of theft, or IP swipe traps.
7

8 Riot normalises backdating, changing appearances, changing stories and even
9 total retcons to hide its tactics of theft and backdating. Thus, when they must erase evidence of
10 IP crimes, it doesn’t seem so suspicious. The fans communicate online, stitching together
11 theories, narratives and backstories of their own. An example would be the fan theory that Jinx
12 hates Vi because they are sisters, despite them being from different cities which are not yet
13 fleshed out and started far apart on the map. Piltover and Zaun also have many different and
14 inconsistent stories of existence and positions on the map. On the fan wiki SmilianTheGrin
15 14/03/2023 commend, "Vi was raised in the lawless outskirts of Piltover" I'm not sure how much
16 more clear it needs to be that it was from before Zaun was a thing.”
17

18
19 Riot “Pick n Mix’s what it likes, has a few employees send out a few teasers to
20 pretend that it was always a plan, like “Ghostcrawler” Greg Street did for Vi and Jinx being
21 sisters in a 2017 interview. Then when they find a place to mix in these Treasured Gateways,
22 allegedly stolen, they force it into their evolving narrative, then retcon whatever no longer fits
23 the narratives or characters, words or worlds.
24

1 The Leagueoflegends.fandom.com/wiki, which is owned by Riot Games, states
2 that “Before the release of Arcane, Vi and Jinx were often theorized by the community to be
3 sisters. The reference to this on Jinx's release was her quote, "You think I'm I'm crazy? You
4 should see my sister". Though there was never any implication that the sister was Vi, Vi players
5 equated Jinx's antagonization of Vi specifically as sisterly bonding... Incidentally, Jinx only
6 antagonized Vi specifically on English-speaking servers. Other servers showed her antagonizing
7 other champions... In an interview with Ghostcrawler, he mentioned that Jinx and Vi are
8 "sisters", but later confirmed he was merely stating what he thought was true, and that the
9 narrative team said otherwise.”
10

11
12 Vi was also allegedly and obviously taken from fanart Misha, the Fists of
13 Colossus By FarahBoom. Who I hope to help get justice.

14 Thus we have the very same pattern and MO, of stealing from modders, fans and
15 individuals who have limited or no hope of fighting back, then rebranding the stolen IP and
16 selling it back to the victims and community. Then when the individuals speak out, Riot bullies
17 them away.
18

19 This isn't an isolated incident, not even nearly. It's a solid pattern of behaviour
20 and business. They did the same with Piltover and Zaun gradually bringing them together to
21 make them into the Arcane version, which is from Bloodborg. Jinx was taken from Harley
22 Quinn, Victor from Dr Doom, Jhin from Vega of Street Fighter, Ryze from God of War, Shaco
23 from Joker, Twisted Fate from Gambit, Zed is Shredder from The Teenage Mutant Ninja Turtles,
24

1 Zyra from Poison Ivy, Ambessa from Neva leader of the tribe, Mel from The White Eyed Child
2 of Great Importance, The Zed comics Demogorgon Rip-off, on and on.

3 Even the narrative stories are largely “Swiped and Gripped”. Vi from Skippy,
4 Hextech and Brackern from Dune and spice. (Blue spice vs blue / purple crystals, giant
5 subterranean desert worms vs giant subterranean desert scorpions, worm’s "muted whisper," vs
6 Brackern’s sing. Fremen vs Shuriman, controlling noble Houses in both works.) much of the
7 narrative has been built from several of the very same basic tropes, then all the gaps filled with
8 fan theories and stolen IP with the “Treasured gateways” to build in defences after litigations
9 have been opened.
10

11 To further elaborate on how basic archetypes are used, then adapted and
12 retconned along the way to bring them to life with stolen IP and fan theories. In League of
13 Legends, several champions embody the archetype of the "mad scientist." characters whose
14 scientific pursuits often cross ethical boundaries. The same basic trope and archetype was
15 blanketed across: Singed, Dr Reveck Viktor, Jayce, Ziggs and Dr. Mundo. Then slowly with
16 “Treasured gateways” and “Swiped and Gripped” these cardboard cut outs were given stolen
17 backstories and actual characteristics. Singed and Dr Reveck were merged into the same
18 character to fit the narratives of Bloodborg, using the one-liner “Glorious Evolution.”
19

20 Singed – The Mad Chemist, Viktor – The Mad Machine Herald, Heimerdinger –
21 The Mad Inventor. Ziggs – The Mad Hexplosives Expert. Dr. Mundo – The Madman of Zaun.
22

23 Additionally, For Arcane, many characters were reused with a little touch up and I
24 alleged that some designs were taken from external IP, possibly Spider-Man: Into the Spider-
25

1 Verse, Monster High, Subie from Mass Effect, Ryze from LOL, Aphelios from LOL, Vecna
2 from Dungeons & Dragons, Ronda Rousey from WWE, Cleo De Nile from Monster High and
3 more, but of course, my manuscript mostly.

4 The history and prevalence of IP theft "Swiped and Gripped" is so prevalent and
5 audacious, that I believe it is fair to say that Riot Games is built on theft and never in the history
6 of gaming, animations, narrative storytelling and TV has a company been so guilty of systemic
7 IP theft, abuse and anti-competitive bullying their after.

8 This is a cursory list.

9
10
11
12 **XIII. CONTINUED PATTERN OF ABUSE AND DECEITFULNESS.**

13
14 The filth does not stop there. It goes much deeper. I could go on for days. Riot's
15 behaviours have infected others working for or around them. Including Fortiche Production who
16 have been shown to have lied and targeted the Plaintiff with hate mail and false timelines. Riot's
17 legal team who have lied and are going to be "Professionally Embarrassed." Cast members, fake
18 writers brought in to convert my manuscript and many others. Many have entered Riot and left
19 with the Riot Stink and they have and will continue to negatively effect the culture, careers and
20 even minds of people in and around their sphere of influence. Even the reputation of the State of
21 California is being negatively impacted by Riot Games.

22
23 In October 2012, Marc "Tryndamere" Merrill, co-founder of Riot Games, was
24 reported to have engaged in account sharing and ELO boosting during League of Legends

1 Season 2. He provided his personal account credentials to Phillip "Only Jaximus" Carter, a
2 former substitute player for Team Curse, to play ranked games on his behalf. This action was in
3 direct violation of Riot Games' policies, which prohibit account sharing and boosting.
4

5 At the time, Riot's internal investigation, led by Jeffrey "Lyte" Lin, concluded that
6 the incident did not constitute ELO boosting, citing "many reasons" for this determination.
7 However, critics pointed out that this rationale appeared inconsistent, especially given Riot's
8 strict enforcement of similar violations among regular players. The lack of formal disciplinary
9 action against Merrill raised concerns about potential double standards in Riot's enforcement
10 policies.
11

12 This incident became a focal point in discussions about Riot Games' internal
13 culture and the consistency of its policy enforcement, particularly as the company was striving to
14 establish credibility in the burgeoning esports industry.
15

16 But not to worry, because after being caught out red handed, Marc "Tryndamere"
17 Merrill admitted to his mistakes and deceitfulness, and gave away 10 grand of the money he
18 made off the back of systematic theft and lies.

19 Same pattern of "I'm sorry, I won't do it again" then they continue to abuse, often
20 claiming to be victims along the way.

21 Christian Linke made Bridging the Rift, it's clear that it's a self-pitying, self-
22 aggrandising work of fiction and plausible deniability. Its all like, we had to shut down and I had
23 to send a self-pitying video to Fortiche, and I was burnt out, and they had to stage an intervention
24 for me, and I was crying, and I, and I and I. Then when Linke reportedly resigned, he blamed the
25

1 very community he stated that he made Arcane for. Blaming online negativity. Same victimhood
2 and blaming. We saw the same after the Sharon O'Donnell case, which painted "Nico the Sicko"
3 as a victim of opportunistic women.
4

5 Other incidences of the same lies and abuse include,
6

7 DMCA Takedown of Original Artwork

8 In a widely discussed case, artist KuttySarkArt received a DMCA takedown
9 notice on her TeePublic store for artwork she claimed was entirely original and not based on
10 Riot's intellectual property. This action sparked debates about the boundaries of fair use and the
11 potential overreach of copyright enforcement.
12

13 Allegations of AI-Edited Fan Art Usage

14 A YouTube video titled "RIOT STOLE FANART & EDITED IT WITH AI"
15 alleges that Riot Games used fan-created artwork, modified it using AI tools, and incorporated it
16 into official content without proper credit or permission. This raised concerns about the ethical
17 implications of using AI to alter and repurpose fan contributions.
18
19

20 Zyra and Evelynn.

21 In October 2023, Riot Games faced allegations of intellectual property
22 infringement related to League of Legends: Wild Rift. Artists claimed that Riot used their fan art
23 without permission, modifying it with artificial intelligence (AI) tools for in-game icons.
24
25

1 Specifically, two icons introduced in Wild Rift's Patch 4.4 closely resembled existing fan-created
2 artworks of champions Zyra and Evelynn.

3 The original artists, identified on platforms like Weibo, stated they had not
4 granted consent for their work's use. This situation sparked significant backlash within the
5 gaming community, raising concerns about the ethical implications of using AI to alter and
6 repurpose existing art without proper authorization.
7

8 In response to the controversy, Riot Games acknowledged the issue and
9 committed to addressing it appropriately. The company emphasized its respect for artists' rights
10 and the importance of obtaining proper permissions before utilizing fan-created content. Yet
11 again, they blamed a Third Party.
12

13
14 **Plaintiff's Proven Pattern of Riot's Abuse and Deceitfulness.**

15 I've now proven, with evidence, that the below list of people have lied to help
16 Riot hide IP theft, and this amounts to child abuse, fraudulent activity and other crimes.
17

- 18 1. Riot's solicitor Aaron J. Moss of Greenberg Glusker has lied about timelines.
- 19 2. Mia Sinclair Jenness (Powder) has lied about timelines.
- 20 3. Reed Shannon (Ekko) has lied about timelines.
- 21 4. Melinda Dilger has back scheduled timelines presenting a false appearance.
- 22 5. Amanda Overton has lied about timelines.
- 23 6. Christian Linke has lied about timelines endlessly.
- 24 7. Alex Yee has lied about the timelines.
- 25

1 8. David Lyerly has lied about the timelines.

2 9. Moreover, the words of Yee, Amanda Overton, Fortiche Directors and others
3 show that the story conversion of my manuscript was still being worked out alongside production
4 into 2021.
5

6 10. Ella Purnell, Melinda Dilger, Katy Townsend and other sources confirm that
7 the show and the casting and the voices were all done during lockdown in 2020 & 2021
8 alongside writing.

9 11. The Crying Scene- supposedly- recorded 1.5 Years before Kathy, who was in
10 the recording room, had ever worked with Riot, is lies.
11

12 12. Mia has engaged in wilful deceit, as a child because of Riot's non-sexual
13 grooming, and so as Reed Shannon, another young and impressionable member of the cast.

14 13. Bro-Mancing - The music guy (Alex Seaver) was "Hit up" by his bro Linke to
15 work on Arcane and David Lyerly was "Hit Up" by his bro Alex to cast on Arcane.
16

17 Same pattern of Bros "Hitting" each other up, leaning on the most vulnerable to
18 lie and not caring about the people, careers and industries which they damage.
19

20 **XIV. PUBLIC GROOMING OF CONTENT CREATORS.**

21 Riot Games has provided Necrit, a prominent League of Legends lore-focused
22 content creator, with in-game currency and other promotional items. In one Twitch stream titled
23 "Necrit Opens a \$2,400 Package from Riot Games," he unboxes a bundle containing
24 merchandise, exclusive content, and likely in-game currency, all from Riot.
25

1
2 In other instances, Riot has directly wired in-game currency into Necrit's account,
3 further solidifying a material relationship between the developer and the creator.
4

5 During a Twitch discussion in which Riot co-founder Marc Merrill revealed that
6 Arcane showrunner Christian Linke had resigned, Merrill repeatedly offered to send Necrit in-
7 game currency. These offers became harassingly frequent and increasingly awkward. To Necrit's
8 credit, he did not accept and appeared visibly uncomfortable, potentially aware of how this
9 interaction could be perceived as inappropriate or coercive.
10

11 These actions highlight a larger industry grooming concern: the power imbalance
12 between game studios, such as Riot Games, and independent creators. While gifting content
13 creators in-game items or currency is common practice to encourage coverage and goodwill, it
14 can blur ethical lines particularly when it is done publicly, under pressure, or during emotionally
15 vulnerable conversations. It incentivizes creators to self-censor or portray the company in a
16 favourable light. It creates "soft influence" grooming dynamics, where praise and access are tied
17 to obedience or alignment.
18

19 Moreover, the truth-value and financial implications of in-game currencies are not
20 always transparent. While virtual coin may not seem as serious as cash, it has real-world
21 implications for status, audience engagement, and creator livelihood, especially in competitive or
22 monetized platforms like Twitch and YouTube.
23

24 This situation demands scrutiny not just from fans, but from platform regulators
25 and content ethics watchdogs. Relationships between game publishers and influencers need to be
26

1 transparent, non-coercive, and clearly disclosed. The blending of gifting, favouritism, and soft
2 pressure in public broadcasts can have the hallmarks of grooming behaviour, even when
3 unintentional.

4
5 Yet again we show that the behaviours of harassing, grooming and misusing
6 vulnerable people they see below them, is so pathologically ingrained into the fabric of Riot
7 Games, that perhaps sometimes, they are unaware of their actions and the repercussions of these
8 behaviours.

9
10 Whilst this clear pattern sinks in, think of the thousands of women discriminated
11 against, the youngest cast members whose careers will be shadowed by the theft of Arcane, the
12 many abused creators and IP owners, the young minds radicalised, the true owner of Vi, the
13 young Ukrainian artist, Sharon O'Donnell and of course the disabled war veteran with complex
14 PTSD who has had his sensitive trauma writing raped by Riot Games, removing his agency over
15 said trauma, and has been made to fight in legal battles for over 3.5 years, which is apt to last for
16 a long while yet.

17 18 19 **XV. THE HYPERNORMALISATION OF RIOT GAMES**

20 Hypernormalisation is a powerful and unsettling concept, one that helps explain
21 not just propaganda, but the feeling of disconnection and powerlessness that often defines
22 modern political, corporate, and media landscapes. The term comes from Alexei Yurchak, a
23 Russian anthropologist, and was popularized by Adam Curtis in his 2016 BBC documentary
24 HyperNormalisation.
25

1 Hypernormalisation is the process by which an obviously broken or false system
2 is maintained because it is too vast or too entrenched to confront or change, so everyone, from
3 leaders to citizens, pretends it's normal, even when it clearly isn't. In other words, people stop
4 believing in the broken system but keep participating in it anyway. It becomes a theatre,
5 everyone acting like everything still functions, even though it clearly doesn't, and they clearly
6 know it's wrong to participate.
7

8 We see HyperNormalisation in many, usually top down, places: Politicians offer
9 simplified narratives rather than solving real problems. Conflicts are endlessly deferred,
10 managed with optics over action. Authoritarian regimes (like late USSR or communist states)
11 maintained the appearance of ideological success long after they had collapsed in reality.
12

13 Game companies like Riot Games may face scandals (harassment, IP theft,
14 workplace culture), yet continue to market as if nothing's wrong. Community members accept
15 obviously broken systems (e.g., loot box economies, "rigged" matchmaking, Overlays, data
16 control, fake revenues which don't add up, loads of seemingly free stuff like Hextech Chests,
17 free skins you never actually get, or want, toxic interactions, clearly stolen characters,
18 announcements which are clearly never going to happen, like a zillion games and directions and
19 media which Riot are branching into which never seem to arrive, the scrapping of games and
20 content after years of development, endless retcons which slap you every which way but straight,
21 PR apologies with no change). Creators become mouthpieces, not critics, because they're
22 embedded in the ecosystem and rewarded with grooming coin. Thus with so many lies, so much
23
24
25
26

1 incompetence, so many retcons and so much skulduggery who really knows anything about Riot
2 Games? You know the lies you have regurgitated and that's it.

3 On top of this, Riot related social media becomes flooded with performative
4 politics and outrage cycles that don't lead to change, just burnout and desensitization. The
5 internet builds simulacra of engagement, likes, shares, fake activism, where reality is diluted, and
6 we all know that Riot is fake.

7
8 Their name is Riot, they are out to cause as much chaos as possible. Even the
9 most celebrated player in the history of the game is called Faker. And he's now idealised as a
10 god in League of Legends communities. I'm not saying Faker is most definitely an industry
11 plant, or that Riot manipulated game play, or "rigged" matchmaking to build his star, with or
12 without his knowledge. I am saying that I believe that not one single thing Riot Games has ever
13 said, announced or claimed can be taken as evidence or truth.

14
15 Let's put it like this. If you were a wrongun company, then had to stand alone,
16 you'd be forced to try to actually make a real revenue. If, hypothetically, Riot Games were given
17 an endless pot of perhaps black budget money to expand and gather data, then said black budget
18 was withdrawn, you'd do all you can to stay afloat knowing that LOL is a sinking ship.

19
20 The U.S. government began significantly increasing oversight of Chinese-owned
21 tech companies, especially those with access to American user data—starting around 2018, but it
22 really escalated between 2019 and 2021. In 2020 President Donald Trump signed executive
23 orders targeting companies like TikTok, owned by ByteDance. And WeChat owned by Tencent,
24 who own Riot Games. The justification was potential misuse of American user data and concerns
25

1 about influence or surveillance by the Chinese Communist Party (CCP). Around this time,
2 Tencent and its various holdings, including Riot Games and Epic Games, came under increased
3 scrutiny. In January 2021, the Department of Defense officially labelled Tencent as a “Chinese
4 military company.” This list is part of a broader strategy under the National Defense
5 Authorization Act (NDAA) to restrict U.S. investments in firms with ties to the Chinese military.
6

7 So this brings us to 2020 and 2021. With so much heat, in my hypothetical,
8 Tencent backs off, and Riot is forced to actually do something to make money. The skin
9 monetization model isn’t sustainable, and they know it. League of Legends World Championship
10 has never made a nickel. Faker is on his International shortcomings period (2018–2021). The
11 State of California is on their backs for all manner of depravities. Mr “Nico the Sicko” isn’t
12 going to make the change happen. Christian Linke has been trying to make changes to the
13 company by trying to forge them into a music company. He has also failed to make Riot invest in
14 the failed animation show because in his words “They didn’t have the story.” At least he had the
15 initiative to actually drive Riot towards real earned revenue. Alas, he didn’t, because he soon grew
16 tired of failing and presented the Bloodbore manuscript for adaptation. Riot threw everything at
17 it, well not everything, just 250 million if you believe them.
18

19 They used the manuscript to fix their nonsensical lore, and they have even been
20 shown to have stated in many interviews that they built everything else in the works around the
21 lore created by Arcane, which is now canon. Then they invested billions into Live Action and
22 animation studios to branch out from the sinking ship of LOL, while at the same time shutting
23 down Riot Forge and laying off 11% of its work force including the narrative teams.
24

1 Sidenote, I bet there is a correlation in those that participated in the staged
2 walkouts and those who were let go.

3 So my manuscript has fix Riot's gaping chasm of doom and allowed them to
4 branch into Live Action and animation, to Riot onwards, causing more mayhem, threats to
5 women and data concerns on the global scale. That's one problem solved, if they can get away
6 with it, maybe there is life and revenue after espionage, in my hypothetical.

7
8 For the League of Legends World Championship black hole they are left with,
9 they can not just collapse it, it's its own economy now. What do you do? The same as the UFC
10 and the same as WWE. You build a hype train! Bring in Faker. It's all digital so a few tricks and
11 tweaks here and there, is not only good enough to put him back in the limelight, but to build a
12 superstar to sell stuff with his name and backing, and skins and so on. Not enough to plug the
13 hole yet, but it's a start.

14
15 Now the only issues are the games and Sicko. Send Sicko packing back to France
16 for a few years until the heat dies down but still pay him to keep his lips sealed. Replace him
17 with a new CEO who knows how money works and doesn't fart in his hands chasing women,
18 Dylan Jadeja. Dylan's first act, kill the freebies, crank up the prices of skins, batten down, it's
19 going to be a bumpy Ride, and Riot may not survive.

20
21 Poor Dylan has inherited rot to the core and has to plug a zillion holes. The
22 community are going wild at him for trying to keep the ship afloat. They blame him for
23 shipwrecking Riot but in reality, he's doing his best to bucket out the filth water. Riot's Bro-
24 mancing founders, Bro Beck and bed mate Bro Merrill signed Riot's own fate long ago, well not
25

1 that long ago, like between 2006 and 2009 when they sold national security to Tencent. And
2 remember all of this rioting as happened in less than 20 years.

3 For players and observers, you feel something's wrong. But no one acts like it is.
4 Everyone goes through the motions. You begin to doubt yourself. That's hypernormalisation. It
5 creates a society of apathy, spectacle, and obedience, not because people are blind, but because
6 they're trapped in a system where truth is irrelevant, and change feels impossible and Riot
7 seemingly rewards addiction.
8

9 Repeated scandals (e.g., harassment, censorship, grooming, AI ethics) are met
10 with PR, not accountability. The community complains yet continues to play. Content creators
11 know what's going on, but rarely say it outright, and will now be censored for doing so.
12 Everyone acts like things are fine, because it's the only way to keep things moving and a shiny
13 new skin is coming out soon and it might be in a free hextech chest which you will never ever
14 find. That's hypernormalisation in Riot's digital empire.
15

16 I'll put my house on it that almost everyone at Riot have no clue that it's going
17 on, but they might make an announcement that it's not going on... that is hypernormalisation,
18 the players don't know they are being played. The Rioters don't know they are being Played.
19

20 21 **XVI. HYPERNORMALISATION AS AN ACT OF WARFARE.**

22 **Russia**

23 The term "hypernormalisation" was coined by Russian anthropologist Alexei
24 Yurchak to describe the late-Soviet era, especially the 1970s and '80s, when everyone knew the
25

1 system was broken, the economy, the ideology, the institutions. But no one could imagine an
2 alternative. So people went through the motions, pretending the official reality was true, even as
3 it crumbled. This made the entire society feel fake, hollow, performative, but weirdly stable.

4
5 In the post-Soviet world, and especially under Vladimir Putin, who is a former
6 KGB agent, elements of hypernormalisation have been refined into an intentional political
7 strategy. Russia uses it as a weapon of cultural and psychological warfare. They flood reality
8 with contradictions. Russian state media and trolls don't just push a single narrative, they flood
9 the zone with noise. The goal is not to make you believe something. It's to make you believe
10 nothing. "There's no truth, just power" (Michel Foucault).

11
12 During the invasion of Ukraine, Russian outlets claimed There are no Russian
13 troops. There are Russian troops, but they're peacekeepers. Ukraine attacked itself. NATO is
14 doing it. It's all fake anyway. The 'Gay Nazis' are behind Ukrainian unrest and warfare. This
15 deliberate confusion leads to apathy. You stop asking what's true. You just try to survive.

16
17 Russian politics often stage elaborate "performances" of power: elections,
18 speeches, arrests, protests. Everyone knows they're fake, but they continue anyway. It's a
19 psychological tactic: if everyone pretends it's real, it becomes real enough. This theatricality also
20 spreads outward, to confuse outsiders who try to understand what Russia really wants or
21 believes.

22
23 Russia engages in exporting cynicism and collapse narratives. Through state-
24 funded outlets like RT, Russia projects its internal strategy outward. It promotes stories that
25 suggest the West is just as corrupt, hypocritical, or fake. It encourages nihilism and paralysis in

1 Western audiences. If the world is broken everywhere, why fight for change? Does this sound
2 familiar? Same nihilism and self-paralysis beliefs fostered in Riot's radicalised communities.

3 This is Cultural Warfare not on the TV, not over in the east, right here in the dark
4 bedrooms of gamers and inside the neurological like network of data Riot has built. This warfare
5 is in your wallet, in your brain, in your headset, in your computer screen. Hypernormalisation
6 has evolved into a form of soft power, or more specifically, a weapon of cultural destabilization
7 and psychological warfare.
8

9 Russia has shown mastery in discrediting truth, undermining trust in institutions,
10 and making people believe nothing matters. This tactic isn't about conquering territory, it's about
11 conquering belief.
12

13 I mention Russia because they are the masters at it, mostly because of the Cold
14 War, yet others, such as China are also using hypernormalisation-style tactics. But they do it in a
15 different style than Russia.
16

17 **China**

18 China tends to focus less on chaos and contradiction (as Russia does) and more on
19 controlled narratives, censorship, and soft power projection. But the outcome is similar, a reality
20 where people perform belief in the system, even if they don't trust it... like Riot Games.
21

22 The Chinese government's information tactics often involve censorship and
23 erasure, blocking dissenting voices, banning "sensitive" topics, and online communities self-
24 censor due to fear of surveillance or reprisal.
25

1 Citizens and industries are made to engage in performative loyalty. Citizens,
2 especially public figures and creators, are expected to show support for the Party. Silence is
3 suspicious. Enthusiasm is rewarded.

4
5 Chinese government use companies to promote "Soft Propaganda." Promoting
6 China as stable, civilized, and morally superior. Framing Western countries as chaotic, decaying,
7 and hypocritical. Sounds a bit too much Like Riot Games and their community and never ending
8 dramas, doesn't it? Are they really that incompetent? Or is it a show, a part of the act? Are they
9 really that stupid to discriminate against thousands of women, or is it deliberately encouraged?
10 Do they really need to ineptly copy so many other IPs and silly narrative tropes? Can they not
11 thing of independent characters? Did they really believe that they could steal my manuscript and
12 pass it off as their own, spending years to develop it, and 250 million and yet they could not
13 change the events, so much so that every single event and major beat can be traced back to
14 Bloodborg, less for the final Rocket scene. Even after being informed of the pending IP
15 infringement case, they failed to mask season 2, which literally turns Viktor and Warwick into
16 Bloodborgs.

17
18
19 These are hypernormalised behaviours, truth isn't the point; obedience and
20 spectacle are, they don't care about a 100 dollar lawsuit, they don't care about a 1.5 billion dollar
21 lawsuit. They have insurance to cover both. Either that or Riot Games are a bunch of sado-
22 masochistic sickos addicted to taking and giving pain to the communities, their own work force
23 and the public.

1 and financial grooming. Criticism is often punished quietly, such as blacklisting, reduced
2 visibility, demonetization, or barring.

3 Riot is undoubtably engaging in community surveillance & control. New policies
4 now allow Riot to take action based on behaviour outside the game. This creates an alarming
5 effect where players must perform good Riot citizenship, even when not playing. Not good
6 citizenship, “Good Riot Citizenship.” They are the law in these communities and online, this in
7 itself undermines real federal and state laws.
8

9 Even if we assume China is not directly using hypernormalisation in Riot
10 communities in an overt, organized way, the systems, values, and corporate structures shaped by
11 Tencent are deeply aligned with hypernormalisation principles.
12

13 This isn’t about truth. It’s about performance. And you will perform or be
14 sidelined, or be a donkey forever more. Whether it's Riot's internal scandals being papered over,
15 creators being nudged into silence, a community taught to ignore contradictions, or systematic
16 theft and targeting of vulnerable people, the patterns of Hypernormalisation, abuse,
17 discrimination, espionage and theft are clear and disturbing.
18

19 “There’s no truth, just power.” Truth is manufactured through power, Riot has
20 power in financial terms, in data, in control of its subjects and narratives, and over millions of
21 vulnerable citizens. Riot Games is not a community you want messing with truth nor power.
22 They need to be shut down for the safety of the public.
23
24
25
26

1 **I, and the US public, need help from the U.S. Government and we need**
2 **protection.**

3 This Statement is made in good faith and with respect for the Court's authority.
4
5 Plaintiff seeks only fairness and safety in the legal process and for the public.

6 The Plaintiff will state for the record that Riot's latest bad faith stunt has caused a
7 great deal of undue emotional and psychological stress resulting in sleeplessness, worry, and a
8 flareup of existing health concerns. The Plaintiff is worried about the settlement conference and
9 the manipulation of it. If Riot are not willing to exchange good faith negotiations now, they will
10 not be in a closed conference and it's another abuse of proceedings and an unnecessary exposure
11 to harm. Furthermore, the Plaintiff is worried about actual physical retaliations for these
12 disclosures.
13

14 **Declaration of Authenticity:**

15 I, Marc Wolstenholme, declare under penalty of perjury that the statements made
16 are true and accurate
17

18 Executed on April 17, 2025, in Coventry, England.

19 Signature: *M. WOLSTENHOLME*

20 Marc Wolstenholme

21 Plaintiff in Pro Per

22 5 Shetland Close

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24 marc@mwwolf-fiction.co.uk
25
26